Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 10737186 Efféctive October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN TYPE OR SMALL ENTITY (Column 1) (Column 2) **TOTAL CLAIMS** FEE FEE RATE RATE 20 BAȘIC FEE 770.00 **BASIC FEE** FOR 385.00 NUMBER FILED NUMBER EXTRA OR TOTAL CHARGEABLE CLAIMS 20 minus 20= X\$ 9= X\$18= 0 OR INDEPENDENT CLAIMS minus 3 = 0 X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL 770 CLAIMS AS AMENDED - PART II OTHER THAN **SMALL ENTITY** SMALL ENTITY OR (Column 3) (Column 1) (Column 2) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONÁL RATE TIONAL PREVIOUSLY AMENDMENT AFTER EXTRA FEE FEE **AMENDMENT PAID FOR** Total Minus 40 X\$ 9= X\$18= OR Independent Minus 2 460 X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CI AIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL MENDMENT **AFTER** PREVIOUSLY. **EXTRA** FEE MENDMENT PAID FOR FEE **Total** Minus X\$ 9= X\$18= OR *** Independent Minus X43=-X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +1'45= OR TOTAL TOTAL ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL NOMENT **PREVIOUSLY** AFTER **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$18= X\$ 9= OR AMEN Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL

ADDIT. FEE

ADDIT, FEE

^{*} If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

[&]quot; If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.